

**IN THE CLAIMS:**

Claims 5 and 7 were previously amended, Claims 1 and 9 have been currently amended, Claim 10 is deleted, Claims 11-22 were previously added, and Claims 2, 4, 6 and 8 are original.

1       1. (Currently Amended) A method of delivering an interactive application to a  
2       plurality of target platforms constituted by different broadcast networks, each broadcast network  
3       operating a respectively different broadcast protocols, the method comprising:

4               providing a set of application components;  
5               converting the set of application components into a plurality of streams of  
6       broadcast data, each stream of broadcast data conforming with a respective target platform; and  
7               delivering each stream of broadcast data to its respective target platform.

1       2. (Original) A method according to claim 1 further comprising manually inputting  
2       real-time application data;

3               converting the real-time application data into a plurality of streams of real-time  
4       broadcast data, each stream of real-time broadcast data conforming with a respective target  
5       platform; and

6               delivering each stream of real-time broadcast data to its respective target platform.

1       3. (Original) A method according to claim 1, further comprising storing the  
2       application components and/or real-time application data in a data store; and retrieving the  
3       application components and/or real-time application data from the data store before converting it  
4       into a stream of broadcast data.

1       4. (Original) A method according to claim 1, wherein the step of converting  
2   comprises translating, substituting, selecting, time managing, or adapting for different data  
3   transmission mechanisms.

1       5. (Previously Amended) A method according to claim 1, further comprising  
2   receiving and processing return data from one or more of the target platforms.

1       6. (Original) A method according to claim 5 wherein the application comprises a  
2   game and the return data comprises game-play input.

1       7. (Previously Amended) A method according to claim 1, wherein each target  
2   platform comprises an application processor.

1       8. (Original) A method according to claim 7 further comprising interrogating the  
2   application processor to determine the data capabilities of the application processor; and  
3   downloading data from the stream of broadcast data in accordance with the determined data  
4   capabilities of the application processor.

1       9. (Currently Amended) Apparatus for delivering an interactive application to a  
2   plurality of target platforms constituted by respective different broadcast networks, each  
3   broadcast network operating a respectively different broadcast protocols, the apparatus  
4   comprising:

5            a system for providing a set of application components;

6                   a plurality of broadcast systems interfaces each converting the set of application  
7    components into a respective stream of broadcast data, conforming with the respective target  
8    platform;

9                   a system for delivering each stream of broadcast data to its respective target  
10   platform.

1           10.   (Deleted)

1           11.   (Previously Added) A method according to claim 1, wherein the application  
2    components comprise one or more of executable program files, bit maps, sound samples, real-  
3    time data instructions, and video chips.

1           12.   (Previously Added) A method according to claim 4, the method comprising  
2    substituting an application component with an alternative component on one of the broadcast  
3    data streams.

1           13.   (Previously Added) Apparatus according to claim 9, the apparatus further  
2    comprising means for substituting an application component with an alternative component on  
3    one of the broadcast data streams.

1           14.   (Previously Added) A method according to claim 7, wherein each target platform  
2    comprises a plurality of application processors.

1           15.   (Previously Added) A method according to claim 14, wherein the converting step  
2    compensates for timing differences between the broadcast networks in handling the broadcast  
3    data so as to temporally synchronise the broadcast data at each application processor.

1           16. (Previously Added) A method according to claim 15, wherein the compensation  
2 is achieved by selectively delaying broadcast of data to the target platforms.

1           17. (Previously Added) A method according to claim 15, wherein the compensation  
2 is achieved by including timing information in the broadcast data.

1           18. (Previously Added) Apparatus according to claim 9, wherein each target platform  
2 comprises an application processor.

1           19. (Previously Added) Apparatus according to claim 18, wherein each target  
2 platform comprises a plurality of application processors.

1           20. (Previously Added) Apparatus according to claim 19, wherein the broadcast  
2 systems interfaces compensate for timing differences between the broadcast networks in  
3 handling the broadcast data so as to temporally synchronise the broadcast data at each  
4 application processor.

1           21. (Previously Added) Apparatus according to claim 20, wherein the broadcast  
2 systems interfaces carry out the compensation step by selectively delaying the broadcast of data  
3 to the target platforms.

1           22. (Previously Added) Apparatus according to claim 20, wherein the broadcast  
2 systems interfaces carry out the compensation step by including timing information in the  
3 broadcast data.